

Vienna Instruments

Bells

User Manual

Tubular bells

Plate bells

Hand bells

Cencerros

Cowbells

Church bells

Burma bells

Jingle bells

Bell tree

Miscellaneous bells

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Introduction

Welcome to the Vienna Symphonic Library, and thank you for purchasing one of the Libraries treated in this manual! This document contains the mapping information for the Standard and Full Libraries of the Vienna Instruments Bells. You will find in it a comprehensive survey of the articulations/Patches content, a listing of abbreviations, and the mapping list proper which gives details for every Patch, Matrix, and Preset.

Patch information

The Patch information includes articulation type, playing range, number of samples used, RAM requirements, the number of velocity layers and alternations, AB switching possibilities, etc., as well as Patch specific information if necessary.

Where the type of articulation requires a special mapping (e.g., percussion Patches), the mapping layout will be shown in a detailed graphic.

The Patch information also lists a Patch's velocity layers in detail. Velocity layer switches generally are the same for patches with the same number of layers but may occasionally be adapted to the instrument's requirements:

Layers	Layer 1	Layer 2	Layer 3	Layer 4	Layer 5	Layer 6
2	1-88	89-127				
3	1-55	56-88	89-127			
4	1-55	56-88	89-108	109-127		
5	1-24	25-55	56-88	89-108	109-127	
6	1-24	25-55	56-88	89-108	109-118	119-127

Matrix information

Each Matrix listing contains information regarding the Patches used for the Matrix, the number of horizontal and vertical dimensions, and switching properties. A mapping table shows the Cell positions for each of the Matrix' Patches.

A/B switching normally is set to A0 for upward/crescendo, and B0 for downward/diminuendo. However, some bass instruments go below that range so that the A/B keys have to be adapted accordingly. For example, the A/B switches for double bass are A0 and A#0 because the instrument's lower range extends to B0.

In order to facilitate working with **MIDI controller switches** like the Modulation wheel, the switching positions are not distributed equally across the controller range if they control more than two Matrix rows or columns; generally, the switching range will be narrower at the extreme positions because they are easy to set, and wider in the middle where it is harder to find the desired setting.

Speed controller switches naturally are adjusted to the Patches involved, and have been tested carefully as to their playability. However, if you find that they do not fit your playing, or want to try out other settings, you can change this as well as any other controller's settings at the **Control edit** page, and save the result in your Custom Matrix folder.

Preset information

The Preset information lists the Matrices used in the Preset as well as its keyswitches. All other information can be gathered from the Matrix and Patch listings, so there's not really much to say here. Please note that the Matrices of a Preset can also be switched with MIDI Program Changes (VI: 101-112; VI PRO: 1-127) instead of keyboard notes, and if you like to keep your keyboard free for playing instead of switching, you can disable Preset keyswitching and only use MIDI Program Changes. Vienna Instruments PRO also allows you to define a MIDI Control for Preset keyswitching.

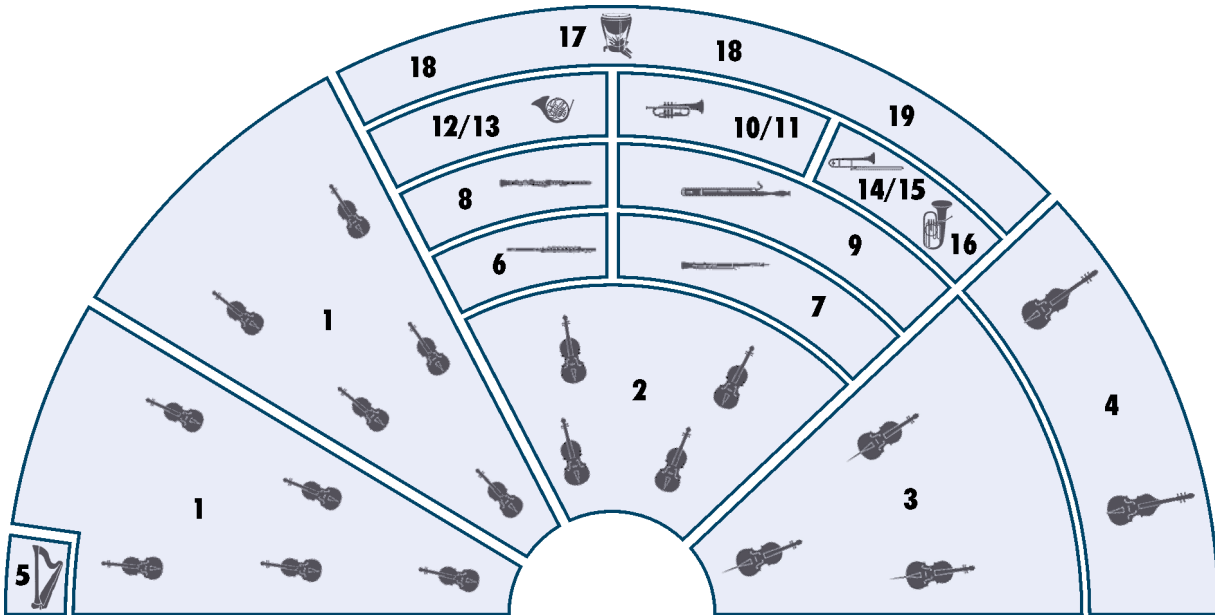
Abbreviations

Here's a list of abbreviations in Patch names, which will help you to determine a Patch's content even without the help of the Vienna Instruments browser. Please note that not all of the abbreviations may occur in the manual on hand.

Abbreviation	Meaning	Abbreviation	Meaning
+	faster articulation (runs and arpeggios)	li	light
150, 160, ...	150, 160, ... BPM (beats per minute)	lo	long
1s, 2s, ...	tone length 1 sec., 2 sec., ...	ma	major
acc	accelerando	me	medium
all	combination of all Patches of a category	mi	minor
arp	arpeggio	mord	mordent
cre	crescendo	nA	normal attack
dim	diminuendo	noVib	without vibrato
dm	diminished (arpeggios)	perf-rep	repetition performance
dyn	dynamics (crescendo and diminuendo)	por	portato
dyn5, dyn9	dynamics, 5/9 repetitions	run	octave run
fa	fast	sA	soft attack
faT	fast triplets	sl	slow
fA	fast attack	sta, stac	staccato
fA_auto	attack automation (normal/fast attack)	str	strong
fast-rep	fast repetitions	sus	sustained
flutter	flutter tonguing	T	triplets
fx	effect – flute: tongue-ram staccato	UB	upbeat
hA	hard attack	UB-a1, -a2	1, 2 upbeats
leg	legato	v1, v2 ...	1st, 2nd, ... variation
		Vib	with (medium) vibrato
		Vib-progr	progressive vibrato
		XF	Cell crossfade Matrix

The orchestra

There are several ways of setting up an orchestra, depending on the era of the piece played, the type of the piece and the instruments it requires, and even on the preference of the conductor. The figure below shows one of the more common setups, which can be taken as a guideline for mixing a composition, properly positioning the instruments in the stereo field and adding reverb according to the size of the concert hall you want your piece to be played in.



- 1 1st and 2nd violin
- 2 Viola
- 3 Cello
- 4 Double bass
- 5 Harp
- 6 Concert flute, piccolo
- 7 Oboe, English horn
- 8 Clarinet, bass clarinet

- 9 Bassoon, contrabassoon
- 10/11 Trumpet
- 12/13 Horn
- 14/15 Trombone
- 16 Tuba
- 17 Timpani
- 18 Drums, cymbals
- 19 other percussion instruments

Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

You can tune your Vienna Instruments to other players, or adjust it to tunings of earlier musical periods by setting the Perform page's Master Tune option within a range of 420 to 460 Hz.

Bells Standard Library

Patches

31D Bells

Tubular bells, Philharmonic (A) and Deagen (B)
 Plate bells
 Cencerros
 Single notes, various mallets

01D Tubular-A_MD_Single-Hit	Range: C3–G#5	Samples: 87	RAM: 5 MB
Medium mallets Single notes 3 velocity layers: 0–55 pp; 56–108 mf; 109–127 ff			
02D Tubular-A_HA_Single-Hit	Range: C3–G#5	Samples: 87	RAM: 5 MB
Hard mallets Single notes 3 velocity layers: 0–55 pp; 56–108 mf; 109–127 ff			
03D Tubular-A_SO_Single-Hit	Range: C3–G#5	Samples: 29	RAM: 1 MB
Soft mallets Single notes 1 velocity layer: 0–127 mf			
11D Tubular-B_MD_Single-Hit	Range: E3–G5	Samples: 75	RAM: 4 MB
Medium mallets Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 ff			
12D Tubular-B_HA_Single-Hit	Range: E3–G5	Samples: 75	RAM: 4 MB
Hard mallets Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 ff			
13D Tubular-B_SO_Single-Hit	Range: E3–G5	Samples: 75	RAM: 4 MB
Soft mallets Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 ff			
21D Plate Bells	Range: A#2–D5	Samples: 75	RAM: 4 MB
Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 ff			
31D Cencerros_Felt-soft	Range: D3–D5	Samples: 60	RAM: 3 MB
Soft felt mallet Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f			

32D Cencerros_Yarn-soft	Range: D3–D5	Samples: 62	RAM: 3 MB
Soft yarn mallet Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f			
33D Cencerros_Yarn-hard	Range: D3–D7	Samples: 137	RAM: 8 MB
Hard yarn mallet Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f			
34D Cencerros_Wood	Range: D3–D7	Samples: 138	RAM: 8 MB
Wood mallet Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f			

Matrices

31D Bells

DL-Matrix Cencerros	Samples: 397	RAM: 24 MB
Soft felt, soft and hard yarn, and wood mallets Single notes Matrix switches: Horizontal: Keyswitches, C1–D#1		
V1	C1 soft felt mallets	C#1 soft yarn mallets
	D1 hard yarn mallets	D#1 wood mallets
DL-Matrix Plate bells	Samples: 75	RAM: 4 MB
Patch: 21D Plate Bells		
DL-Matrix Tubular bells-A	Samples: 203	RAM: 12 MB
Soft, hard, and medium mallets Single notes Matrix switches: Horizontal: Keyswitches, C1–D1		
V1	C1 – soft mallets single notes	C#1 – medium mallets single notes
		D1 – hard mallets single notes
DL-Matrix Tubular bells-B	Samples: 225	RAM: 14 MB
Soft, hard, and medium mallets Single notes Matrix switches: Horizontal: Keyswitches, C1–D1		
V1	C1 – soft mallets single notes	C#1 – medium mallets single notes
		D1 – hard mallets single notes

Bells Full Library

Patches

Tubular bells A: Philharmonic
 Tubular bells B: Deagen
 Plate bells
 Hand bells
 Cencerros
 Cowbells
 Church bells
 Burma bells
 Jingle bells
 Bell tree
 Miscellaneous bells

01 TUBULAR BELLS - A

Range: C3–G#5

Soft, hard, and medium mallets
 Single hits
 Rolls normal and crescendo

01 Tubular-A_MD_Single-Hit

Samples: 87

RAM: 5 MB

Medium mallets
 Single notes
 3 velocity layers: 0–55 pp; 56–108 mf; 109–127 ff

02 Tubular-A_HA_Single-Hit

Samples: 87

RAM: 5 MB

Hard mallets
 Single notes
 3 velocity layers: 0–55 pp; 56–108 mf; 109–127 ff

03 Tubular-A_HA_Roll

Range: C#3–A5

Samples: 87

RAM: 5 MB

Hard mallets
 Rolls
 1 velocity layer: 0–127 f
 Release samples

04 Tubular-A_HA_Roll_cre

Range: C#3–A5

Samples: 29

RAM: 1 MB

Hard mallets
 Rolls, crescendo
 1 velocity layer

05 Tubular-A_SO_Single-Hit

Samples: 29

RAM: 1 MB

Soft mallets
 Single notes
 1 velocity layer: 0–127 mf

06 Tubular-A_SO_Roll	Range: C#3–A5	Samples: 87	RAM: 5 MB
Soft mallets Rolls 1 velocity layer: 0–127 p Release samples			
07 Tubular-A_SO_Roll_cre	Range: C#3–A5	Samples: 29	RAM: 1 MB
Soft mallets Rolls, crescendo 1 velocity layer			
02 TUBULAR BELLS - B	Range: E3–G5		
Soft, hard, and medium mallets: single hits and rolls Brush rolls			
01 Tubular-B_MD_Single-Hit		Samples: 75	RAM: 4 MB
Medium mallets Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 ff			
02 Tubular-B_MD_Roll		Samples: 75	RAM: 4 MB
Medium mallets Rolls 1 velocity layer Release samples			
03 Tubular-B_HA_Single-Hit		Samples: 75	RAM: 4 MB
Hard mallets Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 ff			
04 Tubular-B_HA_Roll		Samples: 75	RAM: 4 MB
Hard mallets Rolls 1 velocity layer Release samples			
05 Tubular-B_SO_Single-Hit		Samples: 75	RAM: 4 MB
Soft mallets Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 ff			
06 Tubular-B_SO_Roll		Samples: 75	RAM: 4 MB
Soft mallets Rolls 1 velocity layer Release samples			

07 Tubular-B_Brush_Roll**Samples: 75****RAM: 4 MB**

Brushes
Rolls
1 velocity layer
Release samples

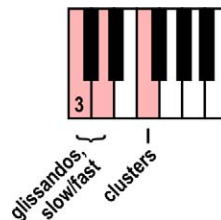
08 Tubular-B_FX**Range: C4–F4****Samples: 6****RAM: 1 MB**

Effects
Glissandos, slow and fast
Clusters
2 velocity layers: Clusters: 0–87 p; 88–127 f

Mapping:

C4–D4: glissandos, slow and fast, up and down (AB)

F4: clusters

**03 PLATE BELLS****Range: A#2–D5**

Single notes

01 Plate Bells**Samples: 75****RAM: 4 MB**

Single notes
3 velocity layers: 0–55 p; 56–108 mf; 109–127 ff

04 HAND BELLS**Range: D4–F6**

Metal mallet, triangle beater, bowed
Single notes

01 Hand-Bells_Metal**Samples: 74****RAM: 4 MB**

Metal mallet
Single notes
3 velocity layers: 0–55 p; 56–108 mf; 109–127 ff

02 Hand-Bells_Triangle**Samples: 74****RAM: 4 MB**

Triangle beater
Single notes
3 velocity layers: 0–55 p; 56–108 mf; 109–127 ff

03 Hand-Bells_Bow**Samples: 25****RAM: 1 MB**

Bowed
Single notes
1 velocity layer

05 CENCERROS		Range: D3–D5		
Soft and hard felt mallets Soft, medium, and hard yarn mallets Wood and metal mallets Bowed Rubbing stick slow and fast Single notes				
01 Cencerros_Felt-soft		Samples: 60	RAM: 3 MB	
Soft felt mallet Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f				
02 Cencerros_Felt-hard		Samples: 57	RAM: 3 MB	
Hard felt mallet Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f				
03 Cencerros_Yarn-soft		Samples: 62	RAM: 3 MB	
Soft yarn mallet Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f				
04 Cencerros_Yarn-medium		Range: D3–D6	Samples: 96	RAM: 6 MB
Medium yarn mallet Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f				
05 Cencerros_Yarn-hard		Range: D3–D7	Samples: 137	RAM: 8 MB
Hard yarn mallet Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f				
06 Cencerros_Wood		Range: D3–D7	Samples: 138	RAM: 8 MB
Wood mallet Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f				
07 Cencerros_Metal		Range: D3–D7	Samples: 138	RAM: 8 MB
Metal mallet Single notes 3 velocity layers: 0–55 p; 56–108 mf; 109–127 f				
08 Cencerros_Bow		Range: D3–D7	Samples: 46	RAM: 2 MB
Bowed Single notes 1 velocity layer				
09 Cencerros_Rub-stick_sl		Range: D3–D7	Samples: 46	RAM: 2 MB
Rubbing stick Single notes, slow rub 1 velocity layer				

10 Cencerros_Rub-stick_fa**Range: D3–D7****Samples: 46****RAM: 2 MB**

Rubbing stick
Single notes, fast rub
1 velocity layer

06 COWBELLS**Range: C4–G5**

Cowbells 1 and 2
Wool, wood, and triangle mallets
Bowed (Cowbell 1 only)
Rubbing stick
Single notes

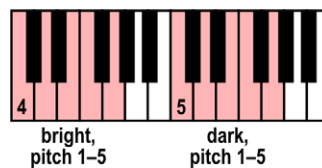
01 Cowbells-1_Wool (Wood/Triangle)**Samples: 10****RAM: 1 MB**

01 Wool mallet/02 Wood mallet/03 Triangle beater
Single notes, bright and dark
1 velocity layer

Mapping:

C4–G4: bright, pitch 1–5

C5–G5: dark, pitch 1–5

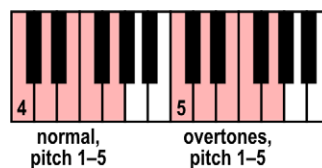
**04 Cowbells-1_Bow****Samples: 10****RAM: 1 MB**

Bowed
Single notes, normal and overtones
1 velocity layer

Mapping:

C4–G4: normal, pitch 1–5

C5–G5: overtones, pitch 1–5

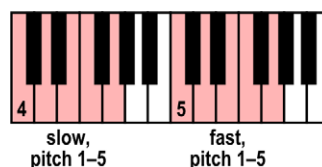
**05 Cowbells-1_Rub-stick****Samples: 10****RAM: 1 MB**

Rubbing stick
Single notes, slow and fast rubs
1 velocity layer

Mapping:

C4–G4: slow, pitch 1–5

C5–G5: fast, pitch 1–5



06 Cowbells-2_Wool (Wood/Triangle)**Samples: 20****RAM: 1 MB**

06 Wool mallet/07 Wood mallet/08 Triangle beater

Single notes, variation A and B

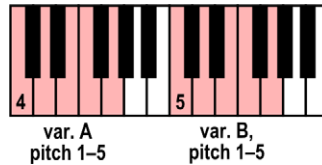
1 velocity layer

2 Alternations

Mapping:

C4–G4: var. A, pitch 1–5

C5–G5: var. B, pitch 1–5

**09 Cowbells-2_Rub-stick****Samples: 20****RAM: 1 MB**

Rubbing stick

Single notes, slow and fast rubs

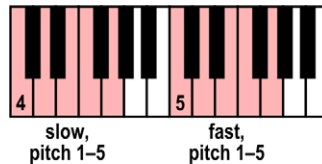
1 velocity layer

2 Alternations

Mapping:

C4–G4: slow rubs, pitch 1–5

C5–G5: fast rubs, pitch 1–5

**07 CHURCH BELLS****Range: E4–E5**

Wood and metal mallets

Single notes

01 Church-Bell_Wood**Samples: 2****RAM: 1 MB**

Wood mallet

Single notes

1 velocity layer: 0–127 f

02 Church-Bell_Metal**Samples: 2****RAM: 1 MB**

Metal mallet

Single notes

1 velocity layer: 0–127 f

08 BURMA BELLS**Range: C3–D6**

2 Burma bells

Single notes with various mallets

01 Burma.Bell**Samples: 12****RAM: 1 MB**

2 Burma Bells

Yarn, wood, metal mallets

Single notes

1 velocity layer

Mapping:

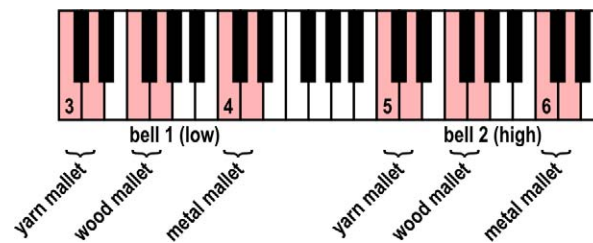
C3–D4 – Burma Bell 1

C5–D6 – Burma Bell 2

C–D: yarn-wound mallet

F–G: wood mallet

C'–D': metal mallet

**09 JINGLE BELLS****Range: C3–B5**

3 Jingle bells

Single notes, tremolos, Performance repetitions slow and medium

01 Jingle-Bell**Samples: 63****RAM: 3 MB**

3 Jingle bells

Single notes

Tremolo, 1 and 4 sec. (with release samples)

Performance repetitions slow and medium

1 velocity layer

Release samples

Mapping:

C3–B3 – Jingle Bell 1

C4–B4 – Jingle Bell 2

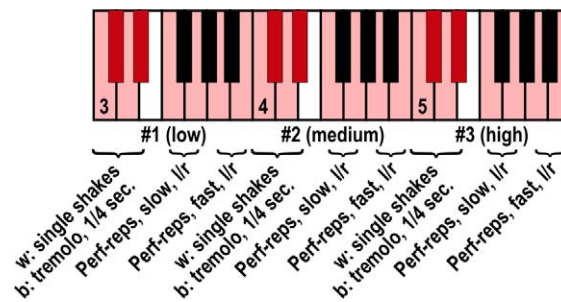
C5–B5 – Jingle Bell 3

C, D: single notes

C#, D#: tremolo, 1 and 4 sec.

F–G: performance repetitions, 60 BPM

A–B: performance repetitions, 90 BPM



10 BELL TREE**Range: C4–A5**

Metal mallets and triangle beaters

Single strokes

Glissandos up and down

01 Belltree-Metall**Samples: 11****RAM: 1 MB**

Metal mallets

Single strokes and glissandos, up and down

1 velocity layer

Mapping:

C4–D4: up, slow, mallet 1/2

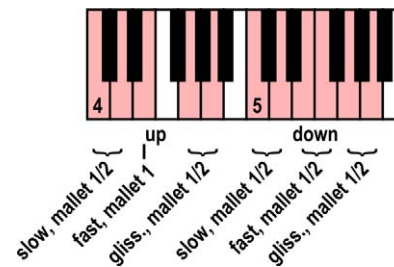
E4: up, fast, mallet 1

G4–A4: glissando, up, mallet 1/2

C5–D5: down, slow, mallet 1/2

E5–F5: down, fast, mallet 1/2

G5–A5: glissando, down, mallet 1/2

**02 Belltree-Tri****Samples: 12****RAM: 1 MB**

Triangle beaters

Single strokes and glissandos, up and down

1 velocity layer

Mapping:

C4–D4: up, slow, beater 1/2

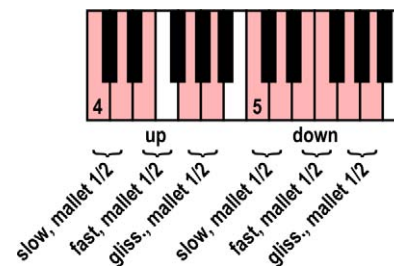
E4–F4: up, fast, beater 1/2

G4–A4: glissando, up, beater 1/2

C5–D5: down, slow, beater 1/2

E5–F5: down, fast, beater 1/2

G5–A5: glissando, down, beater 1/2



11 BELLS misc**Range: C2–E5**

Ship's bell, altar-boy bells, finger bells
Single notes

01 Bells-Misc**Samples: 14****RAM: 1 MB**

Ship's bell, altar-boy bells, finger bells
Single notes

1 velocity layer

Mapping:

C2–F2: ship's bell, var. 1–4

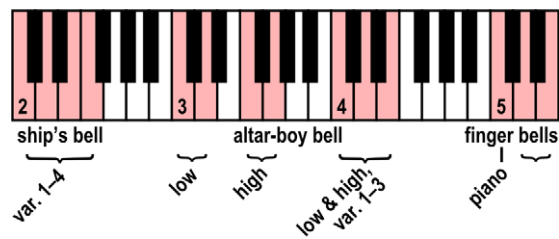
C3–D3: low altar-boy bell

F3–G3: high altar-boy bell

C4–E4: low and high altar-boy bell, var. 1–3

C5: finger bells, piano

D5–E5: finger bells, forte, var. 1–2

**99 RELEASE**

This section contains release samples for various patches of the other sections. Please do not try to load them into a Vienna Instruments matrix – you will not be able to hear anything when you try to play them.

Matrices

Matrix - LEVEL 1

L1 01 Tubular bells-A

Samples: 203

RAM: 12 MB

Soft, medium, and hard mallets
Single notes

Matrix switches: Horizontal: Keyswitches, C1–D1

V1	C1	C#1	D1
	soft mallets	medium mallets	hard mallets

L1 02 Tubular bells-B

Samples: 225

RAM: 14 MB

Soft, medium, and hard mallets
Single notes

Matrix switches: Horizontal: Keyswitches, C1–D1

V1	C1	C#1	D1
	soft mallets	medium mallets	hard mallets

L1 03 Plate bells

Samples: 75

RAM: 4 MB

Patch: 01 Plate Bells

L1 04 Cencerros

Samples: 397

RAM: 24 MB

Soft felt, soft and hard yarn, and wood mallets
Single notes

Matrix switches: Horizontal: Keyswitches, C1–D#1

V1	C1	C#1	D1	D#1
	soft felt mallets	soft yarn mallets	hard yarn mallets	wood mallets

Matrix - LEVEL 2

01 Tubular bells-A

Samples: 435

RAM: 27 MB

Soft, hard, and medium mallets
Single notes
Rolls normal and crescendo

Matrix switches: Horizontal: Keyswitches, C1–D1 Vertical: Modwheel, 3 zones

	C1 – soft mallets	C#1 – hard mallets	D1 – medium mallets
V1	single notes	single notes	single notes
V2	rolls	rolls	%
V3	rolls crescendo	rolls crescendo	%

02 Tubular bells-B**Samples: 531 RAM: 33 MB**

Soft, medium, and hard mallets, brushes

Single notes

Rolls

Effects

Matrix switches: Horizontal: Keyswitches, C1–D#1 Vertical: Modwheel, 2 zones

	C1 – soft mallets	C#1 – medium mallets	D1 – hard mallets	D#1
V1	single notes	single notes	single notes	08 Tubular-B_FX
V2	rolls	rolls	rolls	brush rolls

03 Plate bells**Samples: 75 RAM: 4 MB**

Patch: 01 Plate Bells

04 Hand bells**Samples: 173 RAM: 10 MB**

Metal mallets, triangle beater, and bowed

Single notes

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
V1	metal mallets	triangle beater	bowed

05 Cencerros**Samples: 730 RAM: 45 MB**

Soft and hard felt and yarn mallets, wood and metal mallets, bowed, and rubbing stick

Single notes

Matrix switches: Horizontal: Keyswitches, C1–E1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1
V1	soft felt mallets	soft yarn mallets	wood mallets	bowed	rubbing stick slow
V2	hard felt mallets	hard yarn mallets	metal mallets	bowed	rubbing stick fast

06 Cow bells**Samples: 130 RAM: 8 MB**

Cencerros 1 and 2

Wool and wood mallets, triangle beater, bowed, and rubbing stick

Single notes

Matrix switches: Horizontal: Keyswitches, C1–E1 Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1
Cencerro 1	wool mallets	wood mallets	triangle beater	bowed	rubbing stick
Cencerro 2	wool mallets	wood mallets	triangle beater	bowed (Cencerro 1)	rubbing stick

07 Church bell**Samples: 4 RAM: 1 MB**

Wood and metal mallets

Single notes

Matrix switches: Horizontal: Keyswitches, C1–C#1

	C1	C#1
V1	wood mallets	metal mallets

08 Additional bells**Samples: 112****RAM: 7 MB**

Burma bell, jingle bell, bell tree, miscellaneous bells
 Various articulations

Matrix switches: Horizontal: Keyswitches, C1–E1

V1	C1	C#1	D1	D#1	E1
	Burma bell	jingle bell	bell tree, metal mallet	bell tree, triangle beater	01 Bells-Misc

Presets**Bells VSL Preset Level 1****Samples: 900****RAM: 56 MB**

Matrices:

L1 01 Tubular bells-A

L1 02 Tubular bells-B

L1 03 Plate bells

L1 04 Cow bells

Keyswitches: F1–G#1

Bells VSL Preset Level 2**Samples: 2190****RAM: 136 MB**

Matrices:

01 Tubular bells-A

02 Tubular bells-B,

03 Plate bells

04 Hand bells

05 Cow bells

06 Cencerros

07 Church bell

08 Additional bells

Keyswitches: F1–C2